



# *The Meshan Saga*

**Issue 9  
October 1998**

re-released April 1999, September 2022

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## Correction

From: Andrew Moffatt-Vallance

I'd just like to point out that the article credited to me in this TMS is *\*not\** entirely my own work. The sections on Vanejen and the Sword Worlds were based on work done by Hans Ranke Madsen, the section on the Vargr is based on Dillion Burke's work and the Droyne on Evan McRae's work. Credit where credits due and all that :\*>.

Andrew etc.

<snip>

<http://users.netaccess.co.nz/amv/index.htm>

<https://www.freelancetraveller.com/features/reviews/websites/amv.html>

This is a re-release edition with certain updated contact information, copyright declarations, etc. It has been transitioned to modern design software to keep this publication edition alive for the community after nearly two decades of absence. Not all editions will be returned to market in their original form, due to copyright withdrawal by a particular contributor. Some email/web link details in this publication may no longer be relevant and active. They are provided here for historical reference purposes only.

# HIWG NZ Members

Membership List 22/3/98

| NZ No. | Name                    | Rules Version | Email |
|--------|-------------------------|---------------|-------|
| 001    | Martin Rait             | MT            | ----  |
| 002    | Philip Warnes           | CT            | ----  |
| 003    | Aaron Barlow            | MT            | ----  |
| 004    | Malcolm Harbrow         | TNE           | ----  |
| 005    | R.F.                    | CT or T4      | ----  |
| 006    | Gary Ammundsen          | Any           | ----  |
| 007    | Michael Kerse           | Any           | ----  |
| 008    | Andrew Moffatt-Vallance | T4 or CT      | ----  |
| 009    | Dillon Burke            | MT+           | ----  |
| 010    | Andrew Gall             | ?             | ----  |
| 011    | Robert Bettelheim       | ?             | ----  |
| 012    | David Hughes            | ?             | ----  |
| 013    | Brian Smaller           | Classic       | ----  |
| 014    | Christopher Griffen     | TNE           | ----  |

NOTE: Member emails were removed in this re-release edition for various reasons (privacy, changes etc).

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Wainuiomata  
Lower Hutt  
NEW ZEALAND

<https://www.fspacerpg.com>

Design: Martin Rait  
Art: Aaron Barlow

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## History of the Imperium Working Group New Zealand Branch

**HIWG** supports the usage of **Game Designer's Workshop (GDW)** and **Imperium Games Traveller** oriented product usage. The group has a large array of alternative and supporting material for use with **Traveller**, **Megatraveller**, **Traveller: The New Era (TNE)** and **T4**.

If you would like to become a member or just want to get involved with other Traveller's then contact the New Zealand branch of **HIWG**.

HIWG New Zealand's mission is to:

- Free membership of the New Zealand organisation
- Maintain a database of contact details of all members in New Zealand.
- Maintain a database of all internet based resources for member use.
- Aid members to publish material if they lack the resources to do so.
- Distribute material received from overseas to local members.
- Aid members in subscribing to SIGs, Fanzines etc.
- Converting New Zealand writer's material into PDF format for easy archiving and international distribution.
- Maintain a data warehouse of various Traveller electronic documents.
- Foster Traveller's profile at New Zealand based conventions etc.
- Distribute an electronic newsletter relevant to New Zealand.

Contact:

Martin Rait  
HIWG New Zealand  
c/o- FSpace Publications  
30 Gardiner Grove  
Wainuiomata  
Lower Hutt  
New Zealand

Enquiries:

<https://www.fspacerpg.com>

**HIWG NZ Webpages**  
<https://www.fspacerpg.com/results.php?meta=hiwg>

# HIWG Internet Resources

## OFFICIAL HIWG MAILING LIST

message to Majordomo@qrc.com with the following in the message body:

subscribe hiwg <youraddress>

OR

subscribe hiwg-digest <youraddress>

## WEB SITES

### Imperium Games

<http://www.imperiumgames.com>

### HIWG Australia Site

<http://dove.net.au/~grants/hiwg.html>

### Roger Myhre's web site - The HIWG International Site

<http://home.sn.no/~starwolf/HIWG>

### Bryan Borich's web site - HIWG Chairsophont

<Http://members.aol.com/kagekiha/traveller>

### Traveller History page

<http://www.ultranet.com/~eclipse/SV/TRAV/travhist.html>

### Harold Hale's Children Of Earth for TNE

<http://dopey.siscom.net/~hdhale/COE.htm>

### Traveller library data

<http://www.pcug.org.au/~davidjw/>

### Domain of Deneb

<http://www.best.com/~cgriffen/traveller/deneb.shtml>

## NEW ZEALAND SITES

### HIWG NZ - Your Site

<https://www.fspacerpg.com/results.php?meta=hiwg>

### Andrew Moffatt-Vallance-

### Home of Greater Magellanic Clouds campaign

<http://users.netaccess.co.nz/amv/trav/traveller.htm>

### Andrew Gall

<http://homepages.ihug.co.nz/~slayer/>

# HIWG international memberships

Please welcome some of our new contacts in the Traveller world to our community.

## Mark Seemann <snip>

Sex: Male

Submit: Join

address: NoValue

age: born 1970

computer: IBM PC

country: NoValue

fax: NoValue

interests: History, sector data, library data, robots phone: NoValue

rules: Megatraveller

web: [http://www2.dk-online.dk/users/mark\\_seemann/traveller.htm](http://www2.dk-online.dk/users/mark_seemann/traveller.htm)

## James Rodger <snip>

PDF: yes

Sex: Male

Submit: Join

address: NoValue

age: 29

computer: Other

country: USA (Tampa, Florida)

fax: NoValue

interests: MERCENARY and STRIKER

phone: NoValue

rules: Classic

web: NoValue

Date: Sun, 10 May 1998 23:34:05 -0400

Sender: <snip>

From: L J Hughes <snip>

Hello all,

My name is Andy Rutledge and I am new here. I started Traveller back around '81 and played for about 10 years with a group doing PC adventures and also running governments in a big campaign around the Spinward Marches (the 5th and 6th frontier wars were fun!!).

Anyway, I have kept up a little with the various Traveller abberations, mostly Megatraveller, but not much. I want to get back into the Traveller universe and play around some.

I picked up the Imperium Games "Millieu 0" hardcover, but I'm not too impressed: I've already done this "early" stuff, I kind of liked the "classic" flavor with all of it's racial and political tensions. I really don't know what TNE version of Traveller is, but I'd like to find out!

I've read some posts on this list and they sound interesting. I don't, however, know what some of the stuff you are talking about is. For instance:

stutterwarp

vampires

some kind of "virus"

pc fusion

to name a few.

Can someone let me know so that I can catch up and participate better with this posting group. I'd appreciate it a lot!

By the way, most of my interest lies in the Marches, Beyond, Reaches area.

Also, If anyone has a copy of the Beyond Sector map and upp readouts I would like a copy. Let's work out a trade or purchase!! Thanks!

Yikes, and Away!  
Andy



**Aaron Barlow**  
**Art Services**

---

**Aaron Barlow**

---

Aaron is no longer available

Contracting Artist  
FSpace Publications  
30 Gardiner Grove  
Wainuiomata  
Lower Hutt  
New Zealand  
Email <snip>



# Troy Tempest, Virgil Tracy class Longship (FF&S v2)

Designed by Andrew Moffatt-Vallance

## Statistics

Tons: 200 Td (SL Slab Hypersonic)  
Crew: 2/4  
Cargo: 100 Td (60m2 Cargo Ramp/Hatch, Handling: 1 x 102 ton)  
Volume: 2800m3  
Passengers High/Med: 5/0  
Cost: 32.952 MCr (25% Bulk Discount)  
Mass (L/C): 2927t/1374t  
Passengers Low: 0  
Maintenance Points: 53  
Dimensions: 48.3m x 12.1m x 4.9m  
Troops/Science: 0/0  
Tech Level: 11  
Size: 8  
Frozen Watch: 0

## Electronics

Controls: Dynamic, High automation. 3 x Comp (CM: 0.7 CP: 1.43). No bridge.  
Communications: 1 x Radio (50,000km, 0.02MW). 1 x Laser (1,000AU, 0MW).  
Sensors: 1 x PEMS (12.5 [1.6mkm], 0MW). 1 x AEMS (8, 0.06MW).  
Survey/Science:  
ECM:  
Signatures: Vis:0.5, IR:-0.5 (-0.5 at 66MW, -0.5 at 10MW), Act:0.5, Neu:-1,  
Grav:0

## Weaponry

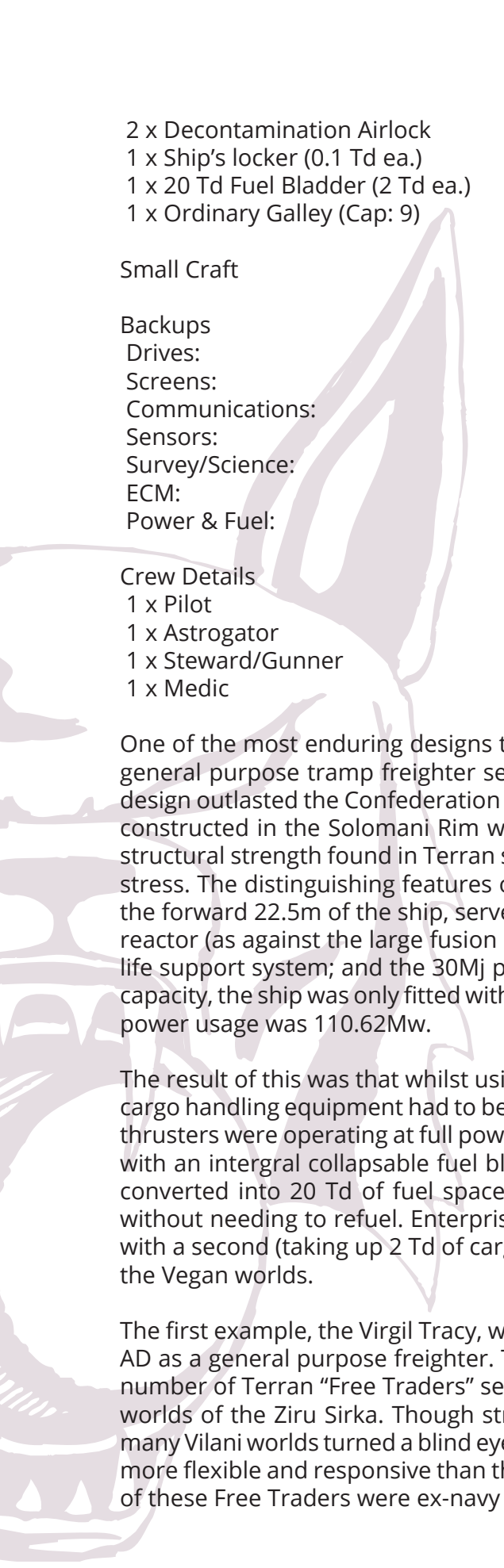
1 x Laser Turret (+0) 1/0-0-0-0 [1,50/9-5-2-1] (LR) [Point defence ROF 800]

## Performance

1 Jump (20 Td/pc fuel)  
0.8/1.6 Maneuver (Thruster: 55MW)  
1/2.1 Contra-grav (40MW)  
1541kph/3085kph Atmosphere (Cruise: 1156kph/2314kph)  
1 Power (Fission: 70MW, 1yr)  
0 Battery  
20 Fuel (Scoop: 3 Purif: 8, 1MW)  
0/4/5/0/0 Accomodations (9 x Sanitary Fittings)  
117 Person/Weeks Life Support (Type: Extended, Normal Food [Stored])  
1 G-Comp  
0 ESA  
0 Sandcasters  
0 Damper Turrets  
0 Damper Screen  
0 Meson Screen  
0 Force Field  
0 Gravtics  
0 [20] Armor, 12 Structure

## Features





2 x Decontamination Airlock  
1 x Ship's locker (0.1 Td ea.)  
1 x 20 Td Fuel Bladder (2 Td ea.)  
1 x Ordinary Galley (Cap: 9)

#### Small Craft

#### Backups

Drives:

Screens:

Communications:

Sensors:

Survey/Science:

ECM:

Power & Fuel:

#### Crew Details

1 x Pilot

1 x Astrogator

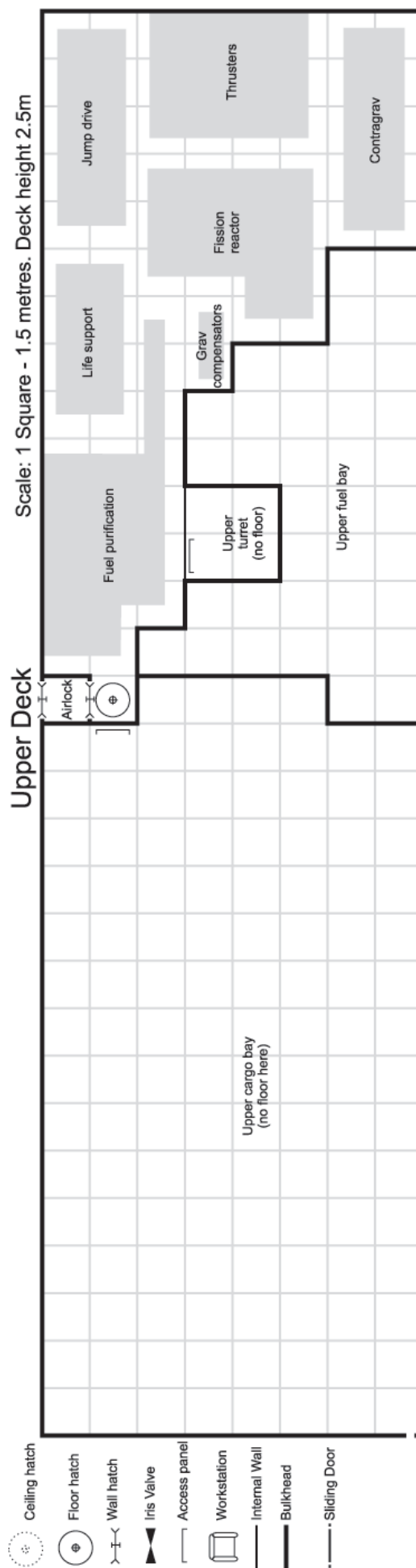
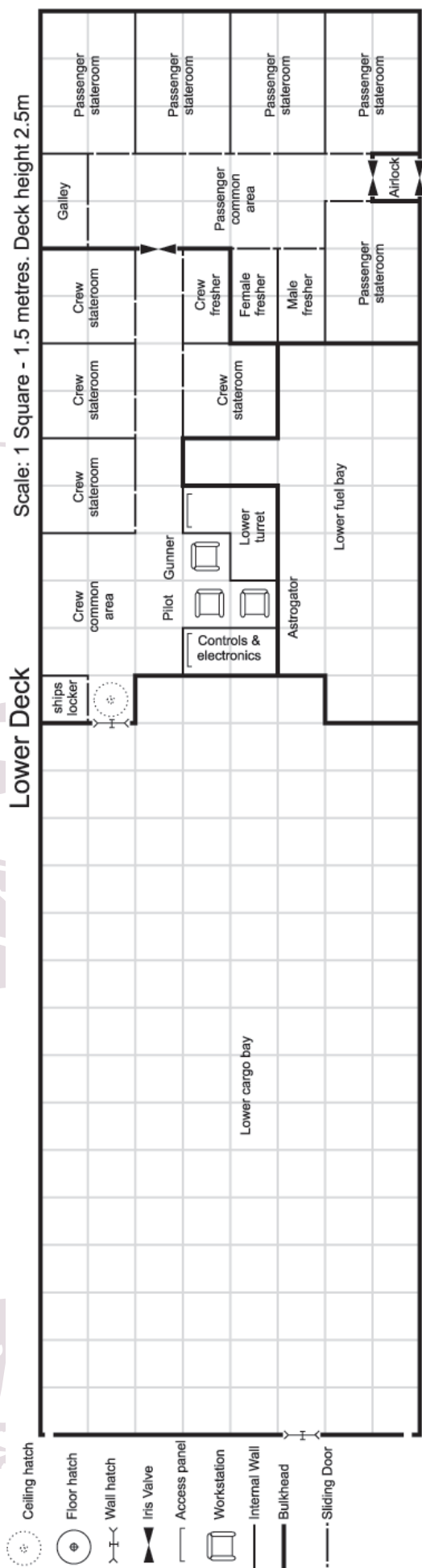
1 x Steward/Gunner

1 x Medic

One of the most enduring designs to come out of the Interstellar Wars, the Tracy class were a general purpose tramp freighter serving the many colonies of the Terran Confederation. The design outlasted the Confederation by a considerable margin, examples of the class were being constructed in the Solomani Rim well into the Long Night. The class displayed the usual high structural strength found in Terran ships of this era, being capable of withstanding up to 6g's of stress. The distinguishing features of the design were its large dual story cargo bay occupying the forward 22.5m of the ship, served by a single large 12m x 5m cargo ramp; the small fission reactor (as against the large fusion reactors found in Vilani designs); the closed loop biological life support system; and the 30Mj point defence laser. In order to maximise the designs cargo capacity, the ship was only fitted with a 70Mw fission plant, whilst the ships theoretical maximum power usage was 110.62Mw.

The result of this was that whilst using the ships thrusters the Contragrav, fuel purification and cargo handling equipment had to be taken offline. Since these items were rarely in use while the thrusters were operating at full power this usually resulted in no difficulties. The class was fitted with an integral collapsable fuel bladder which enabled 18 Td cargo space to be temporarily converted into 20 Td of fuel space. This allowed the vessel to make two consecutive jumps without needing to refuel. Enterprising captains would often supplement the integral bladder with a second (taking up 2 Td of cargo space), allowing direct access to the lucrative markets in the Vegan worlds.

The first example, the Virgil Tracy, was built for the fledgling Terran Confederation navy in 2128 AD as a general purpose freighter. The class soon proved to be very popular with the growing number of Terran "Free Traders" serving both the worlds of the Confederation and the border worlds of the Ziru Sirka. Though strictly speaking a violation of Sharurshid's trade monopoly, many Vilani worlds turned a blind eye as the service provided by the Free Traders proved to be far more flexible and responsive than that provided by Sharurshid's immutable trade routes. Many of these Free Traders were ex-navy ships, made available cheaply to retiring naval personnel.



# BARBARIANS

Barbarians are the inhabitants of primitive backwater worlds. They must originate from worlds with an D class or worse starport and a tech level of 4 or less.

**Enlistment:** 10 -; DM - 2 if End 9+

**Avoid Injury:** 8 -; DM -2 if Int 8+

**Commission:** 8 -; DM - 2 if Str 7+

**Promotion:** 7 -

**Continuance:** 10 -

## 1. Physical

- 1 +1 Strength
- 2 +1 Dexterity
- 3 +1 Endurance
- 4 Athletics
- 5 Brawling
- 6 **Blade Combat**

## Muster Out Cash

- 1 Nil
- 2 Nil
- 3 Cr 2,000
- 4 Cr 5,000
- 5 Cr 10,000
- 6 Cr 15,000

Maximum 3 rolls.

## 2. Mental

- 1 +1 Int
- 2 +1 Edu
- 3 Tactics
- 4 Environment Cbt
- 5 **Fighting**
- 6 Philosophy

## Muster Out Benefits

- 1 +1 End
- 2 +1 Int
- 3 Tool Kit
- 4 Blade
- 5 Bow
- 6 +1 Edu
- 7 Travellers' Aid Society

DM+1 or -1 if rank O5+

## 3. Educational

- 1 Mechanics
- 2 **Physical Science**
- 3 **Social Science**
- 4 First Aid
- 5 **Blade Combat**
- 6 Craftsman

## Service Ranks

- E1
- E2
- E3
- E4
- E5
- E6

## 4. Social

- 1 Hunting
- 2 Fencing
- 3 **Performance**
- 4 **Blade Combat**
- 5 Perception
- 6 Bow Combat

- O1 Sword Bearer
- O2 Warrior
- O3 Leigeman
- O4 Jarl
- O5 Chieftain
- O6 Clan Chieftain

## 5. Career

- 1 **Business**
- 2 **Soldier**
- 3 **Bureaucracy**
- 4 **Interact**
- 5 **Clandestine**
- 6 **Blade Combat**

## Skill Eligibility

+1 skill per year.

+1 skill when

commissioned

+1 skill when promoted

(rank O1+ only)

## Automatic Skills:

+Blade Combat-1

|                      |                          |
|----------------------|--------------------------|
| <b>6. Background</b> | +First Aid-1             |
| 1 <b>Exploration</b> | +Interact-1 (rank E4)    |
| 2 Equestrian         | +Interact-1 (rank O2)    |
| 3 Prospecting        | + Leadership-1 (rank O4) |
| 4 Rifle              |                          |
| 5 Camouflage         |                          |
| 6 Jack of all Trades |                          |

**Enlisted Promotions:** Characters begin at E1 and are automatically promoted one rank each term at the beginning of each term (rank E2 at the beginning of term 2).

**Officer Promotions.** Characters begin at O1. Officers are eligible for promotion once per term.

### QUICK GENERATING BARBARIAN CHARACTERS

To create a Barbarian character quickly, decide on the Barbarian rank desired and select that row. The character will have the age shown and have served the terms shown.

Pick the number of skills shown from the **Available Skills** list. If the character is still in service, then there are no muster out benefits; if out of service, then select the number of benefits shown from the **Muster Out Tables**.

|      |     |       |               | Character Template |
|------|-----|-------|---------------|--------------------|
| Rank | Age | Terms | Skills        | Benefits           |
| E1   | +1  | 1     | 1 +Automatic  | 1                  |
| E2   | +2  | 1     | 2 +Automatic  | 1                  |
| E3   | +3  | 1     | 3 +Automatic  | 1                  |
| E4   | +4  | 1     | 4 +Automatic  | 1                  |
| E5   | +8  | 2     | 8 +Automatic  | 2                  |
| E6   | +12 | 3     | 12 +Automatic | 3                  |
| E6   | +16 | 4     | 16 +Automatic | 4                  |
| E6   | +20 | 5     | 20 +Automatic | 5                  |
| E6   | +24 | 6     | 24 +Automatic | 6                  |
| O1   | + 4 | 1     | 5 +Automatic  | 1                  |
| O1   | + 8 | 2     | 9 +Automatic  | 2                  |
| O2   | + 4 | 1     | 6 +Automatic  | 1                  |
| O3   | +12 | 3     | 15 +Automatic | 3                  |
| O4   | +16 | 4     | 16 +Automatic | 4                  |
| O5   | +20 | 5     | 20 +Automatic | 5                  |
| O6   | +24 | 6     | 24 +Automatic | 6                  |

Automatic: Taken from the Automatic Skills table.

|                    |          |                      |          | Available Skills |
|--------------------|----------|----------------------|----------|------------------|
| x Athletics        | Dex, End | <b>Bureaucracy</b>   |          |                  |
| x Bow Combat       | Dex      | Admin                | Int, Edu |                  |
| x Brawling         | Dex, Str | Leadership           | Int, Soc |                  |
| x Camouflage       | Int, Str | <b>x Business</b>    |          |                  |
| x Craftsman        | Dex, End | x Broker             | Edu      |                  |
| x Equestrian       | Dex, Soc | x Trader             | Int, Edu |                  |
| x First Aid        | Int, Edu | <b>x Clandestine</b> |          |                  |
| Hunting            | End, Dex | x Disguise           | Int      |                  |
| Jack of all Trades | Varies   | x Forgery            | Dex, Int |                  |
| Mechanics          | Dex, Int | x Gambling           | Int, Dex |                  |
| x Perception       | Int      | x Intimidation       | Str, End |                  |
| x Philosophy       | Int, Edu | x Intrusion          | Dex, Int |                  |
| Prospecting        | End, Int | x Stealth            | Dex      |                  |
| x Rifle            | Dex      | <b>Exploration</b>   |          |                  |
|                    |          | x Navigation         | Edu, Int |                  |
|                    |          | x Recon              | Dex, End |                  |
|                    |          | Survey               | Edu, Int |                  |
|                    |          | x Survival           | Int, Str |                  |
|                    |          | <b>x Interact</b>    |          |                  |
|                    |          | x Bribery            | Int, Soc |                  |
|                    |          | x Carousing          | Soc, End |                  |
|                    |          | Diplomacy            | Soc      |                  |



|                         |          |
|-------------------------|----------|
| Fast Talk               | Int, Edu |
| <b>x Performance</b>    |          |
| x Acting                | Int, Edu |
| x Art                   | Dex, Int |
| x Dance                 | Dex, Soc |
| x Music                 | Dex, Edu |
| x Writing               | Int, Edu |
| <b>Physical Science</b> |          |
| Biology                 | Edu, Int |
| Chemistry               | Edu, Int |
| Geology                 | Edu, Int |
| Medical                 | Edu, Dex |
| <b>Social Science</b>   |          |
| Archeology              | Edu, Dex |
| History                 | Edu, Int |
| Linguistics             | Edu, Int |
| x Philosophy            | Int, Edu |
| Psionics                | Int, Edu |
| x Psychology            | Int, Edu |
| <b>Soldier</b>          |          |
| x Ground Craft          | Dex, Int |
| x Camouflage            | Int, Str |
| Demolitions             | Dex      |
| Tactics                 | Int, Edu |
| <b>Blade Combat</b>     |          |
| x Knife                 | Dex      |
| x Sword                 | Dex, Str |
| Cutlass                 | Str, End |
| <b>x Fighting</b>       |          |
| x Brawling              | Dex, Str |
| x Melee                 | Str, End |
| x Environ Cbt           | Dex, Int |

Cluster and Cascade Skill Headers are in **Bold**.

x Default skills are identified by a bullet.

# HIWG Mailing List at fwe.com

Date: Thu, 23 Jul 1998 11:25:31 -0500

Actually, it seems as if you guys "down under" are the only ones using HIWG, and the last few weeks have included only messages of purely "local" (NZ) interest. I don't know whether my continued presence in HIWG would be at all useful to anyone. At one time, I had hoped to send you New Zealanders an article, or so, but just after I sent you that note, a couple of months ago, everything sort of fell to pieces back here and I haven't had time to follow up on that earlier note.

Seems as if I finally got a computer capable of getting me on the Internet HIWG site, where I might be able, ultimately, to flesh out the history of the planet named after me (CUMBER: 0532 Diaspora), and HIWG goes smack into the dumper! At this point, I am far from sure with whom I should file my data: FARFUTURE, do you copy? I am open to suggestions...

Jim Cumber  
<snip>

## Editor's Notes

The fate of this list seems that it has shut down due to everyone migrating to the one at qrc.com. The list at fwe.com hasn't been recognised as the official HIWG list after the issues surrounding the upheaval with the organisation earlier this year.

# Traveller Gearhead Webring

Date: Thu, 06 Aug 1998 22:59:22 -0700  
From: Mark Urbin <snip>

If you folks are interested in the ring stats, you can check 'em by pointing your browser to

<http://www.webring.org/cgi-bin/wrstats?ring=travgearhead>

We've got 17 members and 18 sites. I'm the hog with two sites. (One for my gearhead stuff, the other is the ring homepage)

<email snip>  
<http://www.geocities.com/Area51/Lair/3584/>

Date: Thu, 06 Aug 1998 13:17:01 -0700  
**Subject: new ring code design**

Take a look at <http://www.geocities.com/Area51/Lair/3584/gearheadring.html>

I've added a new ring code design on the Gearhead Ring page. If you like it, just scarf the code and change the site id number to yours.

# Ahah, a web page at last....

Date: Sat, 25 Jul 1998 23:34:32 -0400

From: "Nick Bradbeer" <snip>

Okay, me Traveller Ships web page is up, containing the Saturn Class Priority Transport you've all been waiting for.....ladies and gentlemen, please put your hands together for QF-02, yes, it's CNV Charon!!!

URL is:

[www.nickb.ndirect.co.uk](http://www.nickb.ndirect.co.uk)

And please don;t laugh \_too\_ much. Some of the ships, particularly the early carriers and the Black Dwarf are from a VERY long time ago...like when I first got TNE and FFS.... That said, comments welcome, please. I'll be getting the rest of the campaign stuff up too soon.

NickB

## TNE-DataNet Template

Date: Thu, 23 Jul 1998 18:58:27 -0400

From: Jonathan A Goff <snip>

Well guys,

I've been working on my TNE-DataNet site. I just put up the Explorer Corps template page. I hope to soon have some actual stuff up, along with some javascript effects. But here it is....

<http://www2.et.byu.edu/~jongoff/RPG/TNE-DataNet/ec/>



# Light relief

Date: Sun, 6 Sep 1998 12:39:23 +1200

From: <snip> (Martin Rait)

Anyone want to come up with a Traveller version of these sort of things?

This is just a simple quiz. There are only 4 questions but you have to do them in order. Don't cheat and go to the end because then this would have been a total waste for me to forward it to you! have fun with this one!

>>>Make a wish before you start the quiz \*\*\*

Warning! Do take the quiz as you read, there are only 4 questions, and if you scan all the way to the end before finishing you won't get the honest results. Don't cheat. Scroll slowly and do each exercise. Don't look ahead. Get pencil and paper and write it down. You will need it at the end. This is an honest quiz, that will tell you about your true self. Enjoy!

>>>Chapter I.

>>>Arrange the following 5 animals according to your preference:

- >>>1. Cow
- >>>2. Tiger
- >>>3. Sheep
- >>>4. Horse
- >>>5. Monkey

>>>Chapter II

>>>Write one word to describe each of the following: Dog

- >>>Cat
- >>>Rat
- >>>Coffee
- >>>Ocean

Chapter III

Think of somebody (who also knows you) that you can relate to the following colors: Please don't repeat your answer twice. Name only one person for each color.

- Yellow
- Orange
- Red
- White
- Green

Chapter IV

Finally, indicate your favorite number and favorite day of the week. Are you done?? Make sure your answers are what you TRULY feel.....

>>>Last chance.....

>>>See interpretations below:

>>>But before going on, repeat your wish!

>>>Chapter I

>>>This will define your priorities in life:

>>>Cow means career

>>>Tiger means pride

>>>Sheep means love

>>>Horse means family

>>>Monkey means money

>>>Chapter II

>>>Your description of Dog implies your own personality. Your description of Cat implies your partner's personality. Your description of Rat implies your enemy's personality. Your description of Coffee is how you interpret sex. Your description of Ocean implies your own life.

>>>Chapter III

>>>Yellow - somebody who will never forget you Orange - someone whom you can consider as your real friend Red - someone you really love

>>>White - your soulmate

>>>Green - a person whom you will always remember for the rest of your life.

>>>Chapter IV

>>>You have to send this to as many people as your number states, and your wish will come true on the day you stated. Enjoy!!"

>>>..... uncanny!

# NZ Colonies in Solomani Sphere

One of my concerns with Traveller is that we've often heard of worlds colonised by certain ethnic/national groups within the Solomani Sphere, but none of course are from New Zealand.

Even Fiji manages to creep in via TNE.

Thus it would be a good project for us to determine the New Zealand influence on Terran expansion and any possible settlements.

Cheers

Martin Rait  
FSpace Publications

This message prompted quite a lot of responses which I include in this article for an ongoing discussion. My response to people's commentary will be TMS #10.

**From: "WARNES, PHILIP" <snip>**

I doubt NZ will last long enough to establish a space colony of its own. Even if it does with the way things are going I doubt that it will survive with dignity like most of the other OECD countries. Even Australia has now had someone in space. I don't see an NZ flag flying out there!

If this country survives as a national entity, you are probably going to get enclaves of NZ culture sprinkled out amongst your various planets - a bit like today. The Earth will probably be much more of a global community (one big happy Earth!) and perhaps national cultures (and nationalism) will be much more smoothed out. Rather than having national identities you will have planets with their own unique cultures and enclaves of others. Cheers

**From: "chauncey smith" <snip>**

>One of my concerns with Traveller is that we've often heard of worlds colonised by certain ethnic/national groups within the Solomani Sphere, but none of course are from New Zealand.

This comes from the fact that the timeline is closely woven into products actually sold by GDW at one point in time.... the Twilight war in the time line of earth corresponds with Twilight 2K. the Insteller war with the Valini goes along with 2300 ad. and Traveller well is the last section in the timeline... well anyway in twilight 2K (T2K) NZ got annexed by the Aussies.. and the Aussies got nuked or something funky happened... and France came out as a super power.. in 2300 ad and Texas and California left America to form their own countries.....

>Even Fiji manages to creep in via TNE.

Fiji had a reversal of fortune in the timeline

>Thus it would be a good project for us to determine the New Zealand influence on Terran expansion and any possible settlements.

I think you can put them in anywhere you like. If you find a world with some NZ or Aussie like name or something, then there are worlds that are just numbered.. you could change that in your campaign you know.

From: "Andrew Moffatt-Vallance" <snip>

>One of my concerns with Traveller is that we've often heard of worlds colonised by certain ethnic/national groups within the Solomani Sphere, but none of course are from New Zealand.

>Even Fiji manages to creep in via TNE.

>Thus it would be a good project for us to determine the New Zealand influence on Terran expansion and any possible settlements.

This is from part of my work on the Interstellar Wars era:

#### Terran rimward Expansion

One of the more unusual facets of this expansion was the Terran Confederation's policy of deliberately establishing settlements far beyond its conceivable sphere of influence. It is not known exactly how many of these colonies were established, since the entire project was shrouded in secrecy throughout the period, but hundreds of such colonies were established. Many of these settlements were established hundreds of parsecs away from the Confederation, well beyond its ability to administer or support and they consumed considerable resources for very little tangible return. These colonies were a form of long term insurance against the possibility of the Confederation's defeat.

The agency responsible for these long range colonisation efforts was the Confederation Agency for the Preservation of Indigenous Cultures (CAPIC). Set up in 2124AD in response to the fears of the smaller Terran nations regarding the loss of their cultural identities in the face of the expanding authority of the Confederation, CAPIC was charged with ensuring that the unique cultural heritage of Earth should be preserved regardless of the outcome of the Wars. Thus CAPIC embarked upon an ambitious program of long range colonisation. Many (though by no means all) of the colonists in the CAPIC program were drawn from Earth's ethnic and linguistic minorities who already feared the loss of their identity in the rapidly evolving Confederation culture. It was a policy established by CAPIC's first director (Dr Kenji Schwartz) that as many of Earth's cultural and linguistic groups should be resettled; and that in an attempt to minimise any "cultural contamination", each world was settled by only one cultural or linguistic group (Dr Schwartz lived in mortal terror of the loss or corruption of even one of "Terra's priceless linguistic treasures"). In order to effect this policy, various methods were used to encourage groups to resettle. Most of these took the form of incentives (financial and otherwise), but CAPIC was not averse to using "strong arm tactics" if it proved necessary to encourage reluctant colonists to emigrate.

\*\*\*\*\*

I think that's quite possible that one or two NZ colonies were established under such a program.

From: R. F. <snip>

Reaching to my left, extracting a time yellowed tome from dust caked shelves, and carefully wiping away, reveals . . .

In 1981 Judges Guild included in 'Maranantha-Alkahest Sector Guide' in subsectors C (Taranaki) & D (Otago) the 'Maorin Stat' a group of 37 Worlds. They include a planet map of Okato and a little info on basics for the time line and who was involved. Maranantha-Alkahest Sector is one sector trailingward (right) of Ley Sector.



Relevant quotes :

#### History

'Developed by a racist society as a refuge during the end of the First Empire, the settlements were taken over by a wave of folk fleeing the breakup. Prominent amongst them were the Maorin Starfarers, descended from the Maori of Terra. Developed since then in a non-racist manner, the Maorin Stat has offered opportunities for any who cared to settle there. Although adequately aggressive in self defence, the people are not expansionist, Sharp traders and well able to defend themselves, they range freely throughout local starsectors.'

#### Otako - Specific History

'The major portion of the population is Humaniti of Solomani descent which first colonized this planet in -1804 Imperial.' 'In -746 Imperial, Okato was subject to a terrorist bioweapon attack <snip> began a program of political unification'

While this covers an easily identifiable segment of ex-New Zealand population, the greater portions are to my knowledge unplaced, unless referred to in the nonprominent refugee wave. However in Meshan, a largely undetailed area there is some scope for a few ex-pat communities in doggieland. I'll cover this some time in an 'official release' through Meshan Saga.

**From: Dillon Burke <snip>**

>>From: "WARNES, PHILIP" <snip> If this country survives as a national entity, you are probably going to get enclaves of NZ culture sprinkled out  
>>amongst your various planets - a bit like today. The Earth will probably be much more of a global community  
>>(one big happy Earth!) and perhaps national cultures (and nationalism) will be much more smoothed out. Rather  
>>than having national identities you will have planets with their own unique cultures and enclaves of others.  
>>Cheers

I get this mental picture of Kiwi colonies being a lot like the Kiwi ex-pat community in London. Almost indistinguishable from the local inhabitants except for "their" pubs and nightclubs.

**From: "Andrew Moffatt-Vallance" <snip>**

I suggest you check out Mick Bailey's Unbroken Pride work at

<<http://www.iinet.net.au/~mickb/UP/frameset.htm>>

Specifically the planet Kulkan in the Kulkan subsector. Then there's the writeup of the Hellfire club. It would seem that us Kiwi's have made it into the Traveller universe after all.

#### Editor's Notes

Seems we've managed to spark quite a lot of commentary. Some further verbal conversations have occurred offline which have highlighted and clarified many statements. Next issue I'll look into everyone's statements with a critical eye and cast my view of the whole subject. Responses are welcome in issue 11 or 10 if you want a preview of the article to respond to.

# M:IW Sector Updates

Andrew Moffatt-Vallance

**Date: 21 Jul 1998 08:31:27 -0000**

I've now pushed my maps up to the end of the 1st Interstellar War and added bases. So now available on my website is a zip file containing maps for the Solomani Rim as at:

First Contact between the Terrans and the Vilani  
The start of the 1st Interstellar War  
The end of the 1st Interstellar War

All the files are in Galatic 2.3 format, and form a single "universe".

As usual any and all comments are most welcome. I'm intending to keep updating the maps regularly as I push towards getting a full set of maps for the entire Nine wars period.

**Date: 23 Jul 1998 22:58:21 -0000**

My sector map for the Interstellar Wars now has reached the end of the 2nd War. It is in standard Galatic 2.3 format and the zip file (now 85.6Kb) can be found at my ships of the Interstellar War page

<<http://users.netaccess.co.nz/amv/trav/intwars/IWships.htm>>

Any comments would be greatly appreciated.

**Date: 25 Jul 1998 00:15:57 -0000**

Well I've now moved my sector maps for the Interstellar Wars on to the end of the 3rd War, so that's the entire "early period" covered. I've uploaded the new zip file (now 114Kb) to my site (URL below). I might slow down now for a bit.

<<http://users.netaccess.co.nz/amv/trav/intwars/IWships.htm>>

**Date: 25 Jul 1998 06:33:01 -0000**

I've taken some of the draft notes from my Prometheus Rising work and added them into the sector maps so that they actually start to make some sense.

Please note that these are:

- a) Completely unofficial
- b) Only a small part of the work
- c) Still very much in draft form, needing serious editing work and liable to change before the thing is finished.

However I hope people find them useful and would very much appreciate any feedback good, bad or otherwise (hint hint hint).

The file (now 133Kb) can be found at

< <http://users.netaccess.co.nz/amv/trav/intwars/iwships.htm> >

**Date: 26 Jul 1998 07:14:02 -0000**

I've just looked at Mike Baileys excellent Unbroken Pride work (check it out, its good) and updated my IW work to fit. I've also taken the opportunity to fix a major continuity error which had crept into the work.

The updated file can be found at:

< <http://users.netaccess.co.nz/amv/trav/intwars/iwships.htm> >